

LEGO Rock Raiders

PC-CDROM Demo V.0.1

QA: David Allen

Current state of demo:

2x Tutorial Levels

3x In-Game Levels

KEYS

Key1 FIXED

Key2 NOT TO FIX or POINTLESS

Key3 NEED MORE INFO

BUG: 1

CLASS: C

REPRODUCTION RATE: 5/5

DESCRIPTION:

The text 'Good Luck, Rock Raider,' should read 'Good Luck Rock Raider,' There should be no comma in the text.

DDI TESTED:

This is true, but you will find this is happens in the full version!

Should this be changed?

IF IT'S THE SAME THEN LEAVE

DDI TESTED

IF IT'S THE SAME THEN LEAVE

BUG: 2

CLASS: A

REPRODUCTION RATE: 5/5

DESCRIPTION:

If Tutorial 3 is re-started the game will crash out to the desktop.

DDI TESTED:

Theirs no tutorial 3!

Lego means level ice spy and this is true!

The problem is the game is trying to play the AVI when restarting the level!

REMOVE THE CALL TO THE AVI

DDI TESTED

This bug has been fixed

There are no problems with this now!

BUG: 3

CLASS: C

REPRODUCTION RATE: 5/5

DESCRIPTION:

The Chief only has half of a moustache in the briefing screens.

DDI TESTED:

This bug was so hard to reproduce, where in the hell did they get 5 out of 5!

This happened about 1 out of 10 times!

You have to keep loading the level in and out, and may be some restarting here and there to reproduce.

WE COULD LEAVE IF IT'S A 'c'

DDI TESTED

WE COULD LEAVE IF IT'S A 'c'

BUG: 4

CLASS: A

REPRODUCTION RATE: 3/5

DESCRIPTION:

After playing Level 3 for 30 minutes the game crashed out to the desktop. This happened after discovering the cavern with the Ice Monsters and Bats in.

DDI TESTED:

We no about this, there seems to be a problem with the bats or rock monsters, there could be a animation missing, we will have to debug!

WE NEED TO LOOK AT

DDI TESTED

The demo always crashed before!

Playing this now the game seems to be stable

BUG: 5

CLASS: A

REPRODUCTION RATE: 5/5

DESCRIPTION:

The user is able to install the game to a drive containing removable media e.g. a Floppy Drive or Zip/Jazz Drive. This cannot be allowed and the user MUST install to a permanent Hard Drive in the PC system.

DDI TESTED:

What should we do?

UNLESS REALLY EASY – NO CAN DO, WE WERE NOT ASKED TO DO THIS
AND IT SEEMS POINTLESS!!!

DDI TESTED

UNLESS REALLY EASY – NO CAN DO, WE WERE NOT ASKED TO DO THIS
AND IT SEEMS POINTLESS!!!

BUG: 6

CLASS: B

REPRODUCTION RATE: 3/5

DESCRIPTION:

If the game is run and the user then exits and starts the game again, the Credits option on the Front End sometimes fails to function.

DDI TESTED:

This has not happen to me! I have spent 45.mins trying to get this to happen!

How many machines have they tried this on?

DDI TESTED

ASK FOR MORE DETAILS – HOW – WHEN!

BUG: 7

CLASS: B

REPRODUCTION RATE: 5/5

DESCRIPTION:

The Save Function should be enabled allowing the user to save the Demo at the Level Complete/Reward Screen.

DDI TESTED:

This had to be removed! The crash bugs were coming out of seams!
This could take along time to fix, if Lego want this back!

DDI TESTED
NO WAY

BUG: 8

CLASS: B

REPRODUCTION RATE: 5/5

DESCRIPTION:

The player cannot select The Granite-Grinder even though the icon for it is available in the Large Vehicles menu.

DDI TESTED:

The vehicle is checking with the dependencies for a super teleporter!
Problem is the player can't build a super teleporter!
SEE IF KARL CAN EASILY FIX!

DDI TESTED

This bug has been fixed
Teleporting down the walker digger now works!

BUG: 9

CLASS: C

REPRODUCTION RATE: 5/5

DESCRIPTION:

The Wall/Floor Textures are at incorrect heights/depths. A good example of this is on the 'Ice Spy' level.

DDI TESTED:

The level was design like this, you will find this is in the full version!
Should we fix this?

DDI TESTED

IF IT IS THE SAME IT IS NOT A BUG

BUG: 10

CLASS: C

REPRODUCTION RATE: 3/5

DESCRIPTION:

Audible 'clicks' are heard at random times during the game

DDI TESTED:

Karl had to compress the WAVS, if Lego want these change back they will be looking at a 60.MB down load demo

WE SHOULD ADD A TEXT AT THE START STATING THAT

“FOR THIS DEMO ANIMATIONS AND SOME AUDIO FILES HAVE BEEN REMOVED AND OTHER AUDIO SAMPLES HAVE BEEN COMPRESSED TO SAVE SPACE, THIS MIGHT CAUSE SOME LOSS IN SOUND QUALITY. THE FULL GAME CONTAINS LOADS OF FUN ANIMATIONS, VIBRANT SOUND AND MANY MORE EXCITING LEVELS AND CAVERNS TO EXPLORE.”

DDI TESTED

This has been fixed!

When the game is loading up, this text will appear above the loading bar!
